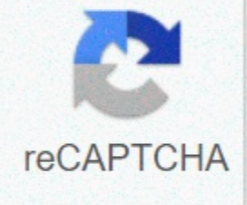




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Poe uber atziri guide

Welcome to the guide repellent. In this guide, we discuss and review strategies for reaching and defeating one endgame boss known as Atziri, Queen of The Election. Atziri was the last queen of Electoral Civilization. The narcissistic queen plunged the sacrifice and terror of Electoral Civilization into the dark ages almost two thousand years ago. Millions died because of his obsessive pursuit of eternal youth. But Atziri himself still lingers in a nightmare landscape in a world that begins to bleed back to wraeclast land. In this world, there is not only Atziri, but also his guards and structures, all of which require dexterity and knowledge to bring down. If you manage to defeat these ancient enemies, you can be rewarded with highly lucrative equipment and objects that can only be acquired from this encounter. The pinnacle of sacrifice for an Atziri encounter is actually two versions. Facing the lower tier is the pinnacle of sacrifice, which is level 70, and facing the higher level is Attractive Abyss, who is level at 80. All the metics are the same in both encounters, but in an attractive abyss, monsters are not only at a higher level, but also their damage and life increase by 100% in addition to that. For this guide, we will discuss how to perform the lower level of sacrifice Apex, since the attractive Abyss is very difficult and requires a lot of practice and knowledge of battles through Apex. Now, many people wonder what level you need to have or how much damage you need before you can win this encounter. With so many different buildings and types of damage, there are no simple answers to these questions. For the most part in these encounters, if you can manipulate the monster, install yourself correctly with the right motion skills and understand mechanics, you can perform all the boss battles even with minor damage. Of course, greater damage makes the fights safer because they are shorter. As a rule of thumb, here are some common things you should aspire to: 5k Effective HP (It's some kind of combination of life and ES), 75% limited elemental resistance and some chaos resistance (~20%) handle Chaos Constructs and Boss Fights (Atziri's Promise is a good bottle for this purpose). The art of fast movement. Includes, but is not limited to: Rotating blades, Shield Charge or Flame Dash with fast casting, Mitigation of the original. Includes, among other things, Fortify or Elemental Flasks bottles that offer + maximum resistance. Mitigation of physical damage. Includes, but is not limited to: Fortify, Basalt bottle, granite bottle or durability fees. As for the proceeds of the damage, if you can kill and process level 10 plus maps, you should have enough damage to the apex encounters of sacrifices. peak can be opened using four or four Pieces found in the Vaal Side zones. These fragments are Sacrifice at dawn, noon, dusk and midnight. They shall be placed together in such a way that they form a circle or the zone does not open. When you activate correctly, 6 orange ports to Apex will appear. Before feeding Apex, make sure you have all the equipment and items you need for fighting. I will discuss more specific recommended issues throughout the guide. The peak of sacrifice consists of 7 zones. The first zone is a safe room with no monsters, allowing the player to prepare. The rest of the zones include 3 General Monster zones consisting of magic and rare monsters, not normal monsters, and 3 Boss Arenas. The order of zones turns the flop between general monster zones and Boss Arenas, allowing the player to recover from their bottle payments and load light skills before the boss's matches. Since all of Apex's common monsters are magic or rare, they offer good experience even if you don't die, and great drop tables. Make sure you watch out for all dangerous Bloodline and Nemesis transformers when killing these monsters. Once you've reached the Boss Arena entries, be sure to drop the portal so you can easily get back into battle if you make a mistake and die! Vaal filming ships The first boss you encounter is actually a double boss fight. These are the Ship of Elections, which share the same model and follow a similar migratory force to Vaal Oversoul at the end of act two. Note: There is a 2-tile safe zone that extends to the boss arena from the entrance and extends all the way to the walls so you can walk in before starting the bosses. This applies to all remaining boss encounters that allow you to set up your skills or traps before committing bosses. In order to take the ship's bosses with you, you just have to walk past every altar. Now vessels can carry out the following attacks: Overhead Slam – Replaces and raises the ballhead's arm above its head and slams it to the ground and deals with deadly physical and fire damage. Recommendation – Get out of the way of this slam. It is very slow and easy to dodge. Laser beam – Switches to a fork-style arm and fires a flash laser, causing lightning damage and impact. I shoot many times. Recommendation – Get out of the way of this laser and the impact flask. Lightning Balls – Throws a massive wall of lightning balls at spells. These deal with lightning damage and can cause shock. Recommendation – Try to avoid these or push them through quickly, as well as the shock removal bottle. Ice Storm – Fires numerous ice storms that can cool and freeze players. Recommendation – Avoid these criteria as well as the freezing protective flask as far as possible. More spawn - Simply spawns some monsters that can be killed Payments. Strategy Defense, it is recommended that there are both shock and freezing removal and immunity utility bottles. Their attachment to useful bottles ensures that the effects last throughout the life of the bottle. These fulfillfuls in the bottle are earthing and heat. If you're still afraid of your elemental defenses, you can also use a Topaz bottle to reduce the lightning damage you take from attacks by ships. Side note: The great Vaal Skill used for all bosses and especially Apex is the Vaal Lightning Trap. You can place this trap under where bosses spawn, so it triggers automatically when the boss is attacked, causing shock to the boss. Shock mode disruption means that the shocked goal takes up 50% more damage from all sources, effectively reducing the duration of the battle. Attack offensively, on these bosses, you should first walk past one altar and then past another altar a few seconds later. This evens out their spawning from each other so you can start the damage in the first election and switch to the second Election when the first Vaal goes back down. They always begin by spawning additions and then returning underground. Sometimes these bosses can come back immediately after coming, depending on their attack queue or whether they are upset about your damage. Apex's bosses will be furious when their associates die. This means that they get more attack and throw speed, as well as become immune to all with elemental space problems. So, when it comes to ships, you want to try to time their deaths at the same time so as not to fight an enraged ship for a long time. If you can't kill these bosses in their first days, make sure you keep moving and harm them when they change weapons and attack types, use your bottles and mobility properly. Once you've beaten these bosses, you can move through the next general monster zone, fill in the bottles and light skills, heading to another boss encounter: Trio. Don't forget to drop the portal outside the entrance to the boss arena! The trio's description The trio consists of A'alainen, Q'ura and Y'ara'az. This encounter may be more deadly than the following Atziri encounter. These bosses work together to deal with the damage, mainly in the form of physical and chaos attacks, and are very deadly even on their own. As with Vessels, these bosses will be furious with only one left. Unlike Vessel, when one boss dies, the boss drops the great black fog area where they died, and the other bosses recover to be perfectly healthy. They also perform More Spawning After Death, where monsters begin to spawn in the physical degeneration area. Here you go. Attacks every boss can carry out: A'alai This boss is the deadliest of the three. He takes advantage of range attacks and is the hardest to lure around the room. His attacks include: Ammunition – Physical damage to ammunition, this can vary between 1-3 rounds. Arrow rain – Physical damage affected Area Arrow rain. Firestorm – Throws in a physical firestorm that lasts 4 seconds. It can stack and take 30 seconds if he's the last boss. If this boss is left last, he will treat huge amounts of physical damage and become very deadly with all the damage to his stacking area. Y'ara'az This boss is the second deadliest boss, using physical and fire damage and reflecting mechanics. Fortunately, he can be lured around the room more easily, and he doesn't hit as hard as A'alai. His attacks include: Dual Strike – A Dual Strike, which deals with physical and fire damage and ignites a player. Self-Enrage – Throws in self-therey, where he is depicted on fire. This buff increases the regulations for fire damage caused by him and reflects % of the damage caused by players as fire damage. If this boss is left last, he will have almost full time on fire to reflect outrage and it will reflect more damage as he approaches death. Q'career This boss is the least dangerous of the trio and uses physical and bleeding damage. As with Y'ara'az, he can be lured around the room more easily, and he doesn't hit as hard as A'alai. His attacks include: Cleave - Attacks on Cleave, which deals with physical damage and uses 2 stacks of corrupt blood. Cyclone – A fast-moving cyclone that deals with physical damage and leaves a desecrated country dealing with chaos damage. If this boss is left last, he will simply attack faster and now stack 8 corrupt blood per attack instead of 2. Strategy Defensively, it is recommended that all bosses have good physical and chaos mitigation, as well as the removal of bleeding in an electric bottle, in order to avoid stacks of corrupt blood from Q'career. Fire damage and reflection of Y'ara'az is not as big a problem here as you can time attacks around it. For casting, use at least a basalt or granite bottle, a durability charge or immortal call when the damage is done. Offensively, you want to attack and kill these bosses in a certain order.

As mentioned earlier, certain bosses are much deadlier than others. The recommended kill order is A'alai → Y'ara'az → Q'ura. This is because A'alai is the deadliest boss and is difficult to handle last. Remember that you have 2 snads of deep space to move before you plug in these bosses. This allows you to place the totes or Vaal Lightning Traps before committing. It is also important to remember that all these bosses drop very large clouds of decay from death so you have to make sure you're trying to kill bosses in appropriate locations. First of all, it is advisable to kill A'alai first in the middle of the zone where he spawns, since it is very difficult to lure him elsewhere. Y'ara'az starts on the left side of the arena and Q'ura on the right side of the arena. They move on top of you and may require some resettlement if you use the scope so you don't kill one of them first. Be sure to keep your physical mitigation up and make sure you monitor the corruption of stacks of blood passing Q'career. If your defense isn't strong enough, watch as A'alai fires his projectiles upwards. This is his Rain Arrow attack and it can deal with deadly damage, so make sure you move out of the way if possible. When A'alai is dead, be sure to move quickly out of his decay zone. You now want to try to kill Y'ara'az as close to the decay zone as A'alai, or near the corner. It is best to try to leave a full path outside the zone so that you can path and attract the last boss. Be sure to try to keep your physical mitigation up and monitor the damage to Q'career blood stacks. Y'ara'az's enraged fire reflection usually doesn't give you that much damage if he's not the last boss, but if it is, avoid attacking him when he's furious and on fire. When Y'ara'az is dead, be sure to move away from the physical degenerative area as quickly as possible. Finally, you want to kill Q'uran. Since this is the last boss, it doesn't matter where he gets killed because the degeneration disappears after the battle. Now that Q'ura is the only one left as boss, he's furious and immune to elemental diseases. It also means that he is much faster and uses 8 stacks of corrupt blood instead of 2. This means that you need to properly manage your bleeding bottles, making sure you never leave any stacks of bleeding on you. This fight can be very tough depending on how bosses stack up their attacks on you and the order of killing that eventually happens. Often the wrong boss can die in the wrong order or in the wrong area, making the fight difficult. Recovering from this can be difficult, but possible as long as you install and pay attention to the mechanics appropriately. Once you've beaten these bosses, you can move through the next general monster zone, fill the bottles and vaal skills, heading to the final boss encounter: Atziri, Queen of The Election. Don't forget to drop the portal outside the entrance to the boss arena! Atziri, queen of the Vaal shoot, Atziri is Sacrifice's apex's final boss encounter and quite a challenging encounter if you're not aware of her mechanics. He uses many different attacks and spells, and he has a few different forms that he feeds. This is, if the use of mobility skills or an appropriate quick-lever bottle is vital. Basic information for all forms He does not get furious, but he is immune to freezing and knockback. He reflects the curses thrown at his back on the bike. (This does not include curses for blasphemy) The first form of FormAtziri is the first form in which you can see him when you attack him. He utilizes the following attacks and spells: Spears – Arc red spears that deal with physical damage and use bleeding. It's best to try to avoid these, but the damage isn't too great in Sacrifice Apex. Flameblast – One flame blast with a short channel that deals with fire damage and ignites. This isn't deadly with Ruby Flask, but can take up a lot of your health leaving you extremely vulnerable if you don't recover quickly. Empowered Flameblast - Several randomly placed empowered flameblasts within a massive AoE radius. This spell passes 8% fire resistance, which means you only have effective 67% fire resistance against this spell. This skill can easily kill most players with a single hit, and must be avoided at all costs. This number of Fameblasts increases for every extra player, which means there are 3 Flameblasts with 2 players and 4 Flameblasts with 3 players, and so on. The storm calls randomly placed storm calls that deal with lightning strikes. Each storm call is marked with an orange circle and explodes 3 seconds after placement, in quick succession. Empowered storm calls – A chain of randomly placed storm calls that deal with lightning damage. Storm calls are marked with a thick yellow circle. This spell behaves in the same way as the orange Storm Call, but causes 50% more damage. This spell absolutely must be avoided. The Topaz bottle can be used as a safe measure. Another form of FormIn Atziri, he protects himself, preventing him from taking damage. Then he calls the mints from the random pile of corpses that line the room. These minions walk towards him and heal him when they reach him and do not attack you. The best way to prevent hens from healing him is to stand as close as possible to Atziri and use the art of the effect area to empty the hens. This is by far the safest step and a good time to fill bottles, revitalize life or charge your energy shield. When the minions have finished spawning, Atziri returns to his first form a few seconds later. The third form of FormIn Atziri, Atziri is divided into four copies of himself. This stage occurs at fixed intervals of 75%, 50% and 25% of his life pool. If hens in his second form heal him for one of those levels of life, he won't do this phase again. Only one of the four copies must be won before you can fight Atziri in his first form. Spear copy – Holding a spear that shoots one player; treatment of bleeding damage over time. Flameblast Copy – He has a fire in his hand and throws one flame blast over the player's current position (Similar to a single flame blast in the first form). Storm Call Copy – He has a purple hand and lightning in his hand and throws a chain of randomly placed storm calls. Mirror Copy – Has a mirror and reflects great damage. Attacking this with direct damage is fatal and is not recommended to attack this copy at all. These 4 copies of Atziri spawn as random patterns, so you need to make sure that you check which copy you are going to attack. Strategy Defense defense, you want to make sure you have the right business skills that are reliable and fast. This includes, among other things, fast rotating blades, shield charging or a faster casting flame line. It is recommended that your electric bottles have shock, burn and bleeding removal and immunity. It is also advisable to use Topaz and Ruby Flax if you are not sure of your dodging skills in his Storm Calls and Flameblasts treatments. Remember, all the curse you have on Atziri is reflected back in you. For this reason, it may be worth using a bottle with curse removal and immunity. As mentioned in Atziri's forms, you always want to move around and avoid so many attacks and spells that he performs because they can deal with deadly damage. Let's talk about certain attack strategies for his various forms. Remember that you have 2 patches of deep space to move before you turn on this boss. This allows you to place the totes or Vaal Lightning Traps before committing. Attack the first form of Atziri in the first form, you want to make sure you get to the attacks on Atziri when he is not channeling any kind of flameblast. When he starts throwing either FlameBlast, you need to make sure that you move out of the way of these skills as quickly as possible. In storm calls, you'll have a few seconds to keep hurting him when he starts his Storm Call channel before they start blowing up. Once again, you want to move out of the way of these and make sure you don't stand in any of them. If you can't move out of the way fast enough, be sure to use either a Topaz or Ruby bottle if you have one, and try to restore your life as quickly as possible. Another form In this form, you simply need to kill the minions when they come to Atziri. Standing on him and using the skill of the effects zone makes this step very easy. Third format This form can be very hectic and requires a quick acquisition of an item to make sure you do not attack Atziri's copy with the Mirror. At this point, I usually choose to go after Storm Call Atziri, as you can easily recognize the purple hand before calling Atziri. You can choose which with the exception of a mirror copy of the other copy. The battle of this battle uncontrolled effect zone skills, such as Tornado Shot, can be very difficult. This is because the skill can undoubtedly hit the Mirror copy, killing you instantly. So make sure you avoid the copy as well as possible, trying to attack a copy of him on the opposite side if necessary. Keep in the way that only one of these Atziri copies needs to be killed in order to advance past this form. To start this step, I recommend going to the middle of the room. If you have a totem, I suggest you place it in the middle on top of you. This ensures that the Atziris strike in the same place, making the progress of the attack predictable. You can also start from one angle by encountering the copy you want to attack. If they spawn, they'll attack where you or your totems stand. You want to move away from flame blasting as soon as you see it, over atziri copy selection and start attacking him. If you don't kill him before the next flame last, just keep moving out of the flame blasts as they seem. During this time, make sure you don't stand in the storm calls. If you also need it, you can move away from Atziri's as bait for flame blasts and spears further away. This shape is the hardest to get the meth down because it is so hectic and requires fast movement to prevent storm calls, flame blasts and spears from piling up. Remember, if you die and come back through the portal outside the boss arena, you will have a grace period when you return to the boss arena. This means you're invulnerable, able to stop and time the attack pattern back into battle more easily, usually waiting for Flame Blowing and Spear to happen before moving on to your atziri selection. A notable target is now falling. If you've finally managed to get him through all his form and beat Atziri, you'll have a chance to get the following Atziri-only item drops: The apex of sacrifice in the lower tier Uhraus Atziri meets, he always drops one of the following: Atziri's Promise of Atziri's Call of Doryan Doryan Catalyst Atziri's promise is the most common drop from Atziri, and has value only at the start of the league, but it's incredibly useful for any building type. Atziri's Steps is the second most common drop and provide excellent overall defense for Evasion-based buildings. Doryan's call-ups come in 4 different forms of damage: Cold, Fire, Lightning and Physical Replica. Let alone depending on the version, they can be worth something or nothing! Finally, Doryan's catalytic snitch is the rarest unique object drop from normal Atziri. This weapon is very effective for elemental buildings and can be very valuable at the start of the league. Since these unique ones tend not to hold their value, why Atziri's normal version? Well, he may also fall: Mortal Sorrow Mortal Hope Mortal Ignorance Mortal Rage These mortal fragments are used, just like fragments of Sacrifice, to step into the higher-level encounter of Atziri, called the enticing abyss. Attractive depths are much more difficult than previously mentioned, but it has very powerful objects that can fall out of it. This means that people are trying to finish it and constantly need these fragments. Mortal ignorance and hope are the rarest and most precious, while mortal rage and grief are more common and not as valuable. Attractive Abyss Higher level Attractive Abyss Atziri meets, she always drops one of the following unique ones: Atziri's Acuity Atziri's Disfavour Atziri's Splendour The Vertex The Most Expensive and chasing unique ones from this encounter are Atziri's Acuity gloves and Atziri's Disfavour axe. General Drops Across the region you can also get an Ethereal forecaster card. 7 of these cards lead to the 6L Vaal Regalia base, which is highly sought after. One of these cards is valuable, so make sure you empty all the monsters! Conclusion The top encounter of sacrifice requires a lot of practice and understanding of mechanics. Over time, you should be able to take down this boss easily, especially when your character grows with power. This encounter is a great way to cultivate early league currency, both the raw drops of magic monsters and Atziri's only product drops, as well as good practices to move on to the Alluring Abyss encounter. Congratulations on the exile, you've killed one of your first endgame bosses! The side note is that I have made a Patreon account for this channel on the recommendation of many viewers. If you want to support my creation of exile path guides, feel free to check the page. Under no circumstances do I need or demand donations to continue with these videos, so don't be afraid! The guides continue! If you have any recommendations on the guides you want to see, give suggestions in the comments! I'm willing to make guides to any content or difficulties you have! Take!

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